TROLL

GAMES WORKSHOP® MAIL ORDER'S MONTHLY MAGAZINE

In this issue:

ELDAR FIRE PRISM

LOTS OF GROTS

and a whole lot more!

GAMES WORKSHOP

Price: ...Lezz!

No 3 January

Welkome to TROLL!

You're enjoying *Troll*, Mail Order's free monthly magazine! *Troll* brings you the best army and unit deals, the most exciting advance orders and the finest selection of classic Citadel miniatures from the Mail Order vaults, every month! Everything you see is or will be available from the Trollz so give us a call...

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In *Troll* 3

This month we bring you the chance to join the Gretchin revolutionary committee with our Digganob Grot deals. Tags for All! There's more opportunities for Eldar commanders to kill things with the Fire Prism Grav tank (we've got a superb army deal so you can recreate a deadly Eldar strike force at a great price!) and if you didn't win a Bloodthirster in last month's competition then take the opportunity to advance order yours now with a Bloodletter retinue! Scary monsters! Plus! Recreate the massacre at Big Toof River with the excellent Praetorian Imperial Guardsmen!

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So check out the *Troll* and give us a kall!

Out on the 3rd March!

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KEEP OFF, DIS IS OUR PAGE!

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Diz makez our eadz hurt, but iz zuppozed ta be importint...

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All deals in Troll 3 expire on 31st June 1998

Da Grots are Revolting...!

DIGGANOB OUT NOW – £19!

The Digganob supplement for Gorkamorka is released this month and besides great scenery and brilliant special characters you also get rules for running mobs that are, horror, not Orkz!!! Human Diggamobs, once human Mutie Raiding parties and, most shocking of all, Rebel Grots. Order Digganob now, for £19, 'coz it's great – then choose yer mob!

Here's our starting mob of Rebel Grots – we reckon that four vehicles and all these warriors should be enough to see off even da 'ardest Ork without too much trouble.

Grot big Lugga £14 – out on the 10th March!

Rebel Grot Mob – 'Long Live Da Revolution'

Head Honcho
Banna Waver
Big Lugga
3 Grot Cuttas
10 Rebel Grotz
10 Rebel Snotz

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GORKAMORKA FOR ALL! EQUAL RIDES FOR GRETCHIN!

Grot Cutta £9 – out on the 3rd March!

We haven't got any pictures yet of the most feared Grot in Skid Row – Red Gobbo, because he is still being slaved over by Brian Nesion!

However, we can tell you here that he will be available to join your mob on the 17th March!

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CORLHANN'S LAST STAND

The Eldar and Imperium have fought many wars in their history. Most conflicts though are quite short and bloody, mere raids or skirmishes. One such skirmish was the battle for Refinery 14, fought during the conflict on Fenarias, which this exciting Eldar army deal will help you recreate. For only £80 (plus £2 p&p in UK) you can advance order this 1527 point Eldar army, including 2 of the brand new Fire Prism Grav Tanks, released next month!

BUY THIS ELDAR ARMY DEAL AND SAVE £12!

FARSEER CORLHANN, ARMY COMMANDER ..... 235 points

M	WS	BS	S	T	W	I	A	Ld
5	7	7	4	5	4	9	3	10

In the battle at the refinery, Corlhann found himself in personal command of the only two squads standing between the enemy and the Eldar landing zones – a situation even he found disconcerting!

Farseer Corlhann commands the Eldar forces on the planet. A sound tactician and resolute commander, he is a veteran of many of his craftworld's wars. He chooses to arm himself with a laspistol, a shuriken catapult and a Witch Blade to aid him in hand-to-hand combat. He carries his Seer Runes and wears a Psychic Hood, allowing him greater mastery of his awesome psychic powers.

ELDAR GUARDIAN WITH SHURIKEN CATAPULT 4
010402309

ELDAR GUARDIAN WITH SHURIKEN CATAPULT

ELDAR GUARDIAN WITH FLAMER

FELLORIAN'S GUARDIAN SQUAD .. 144 points
TARITHEL'S GUARDIAN SQUAD.. 160 points

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	8

Fellorian's squad of 10 Guardians are equipped with frag grenades and lasguns, except one Guardian who carries frag grenades and a flamer. Fellorian himself is armed with a shuriken catapult. Tarithel's squad are all equipped with shuriken catapults and carry frag grenades.

PLASTIC ELDAR GUARDIAN

PLASTIC ELDAR GUARDIAN WITH METAL SHURIKEN CATAPULT

Boxed set now contains metal shuriken catapults - out on the 24th February!

Fellorian's squad suffered heavy casualties from the attack – caught in the open by an Imperial Chimera only three of his squad survived the battle unwounded – but the greater hitting power and rate of fire of their catapults gave Tarithel's squad the edge in the firefight as the Dark Angels moved in. Tarithel ordered them to protect Farseer Corlhann – with their lives if necessary.

LEURIAN, EXARCH OF THE FIRE DRAGON ASPECT ..... 110 points

M	WS	BS	S	T	W	I	A	Ld
5	6	6	4	4	2	8	2	10

FIRE DRAGON SQUAD ..... 140 points

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	4	1	9

The arrival of the Eldar reinforcements caught the Imperial forces off guard and over confident. Leurian led his Fire Dragons into the heart of the fighting to destroy the Space Marines and rescue their brother Eldar, or die trying.

Leurian wears Exarch armour (3+ save) and is armed with a laspistol and Firepike. He has *Fast Shot* and *Battle Fortune* Exarch powers, for details of which see the Eldar Codex. The five Aspect Warriors are wearing Aspect Armour (3+ save) and are armed with melta-guns and laspistols.

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FALCON GRAV-TANK ..... 253 points

This highly mobile skimmer is armed with a Pulse Laser, a twin-linked shuriken catapult and a scatter laser. It has also been upgraded with psycho-sonic screamers. Full rules for the Falcon (including its datafax) can be found in White Dwarf 216.

The reinforcements arrived just in time... The Falcon, after depositing its cargo of Fire Dragons, destroyed the Chimera and moved off to engage the surviving Imperial troops before they could react to the new threat.

2 FIRE PRISM GRAV TANKS..... 485 points

The two Grav Tanks are armed with the Fire Prism cannon and a twin-linked shuriken catapult. One has been fitted with a crystalline web on its hull, the other mounts Talons, a close-combat defence weapon system. (Full rules for the Fire Prism will appear In White Dwarf 219).

The human skimmer was jet black and fast – it sped across the open ground, its pilot confident his speed would protect him. Corlyel tracked him with the Fire Prism, its targeting matrix locked on no matter how often the target jinked. The targeting rune glowed brightly, then Corlyel fired. The landspeeder disintegrated...

Available 24th February, only £19!

Corlhann watched in dismay as the human vehicle's turret swung rapidly toward the squad of Guardians and spat laser. As the smoke and fire blanked out the Eldar warriors the Farseer thought the squad would be wiped out but a few survivors staggered into cover, their elegant armour smeared with blood and dirt. No time for respite though, as the dark green shapes Corlhann knew were Space Marines moved closer through the tangled piping and ruptured steel of this human factory – he'd lost sight of the enemy scouts but he knew they would try and infiltrate his position from one flank and his other was about to collapse under attack from the Imperial Guard squad which had leapt from the rear of their Chimera. Just around the nearest structure Corlhann heard the distinctive sounds of human tanks thundering to their support. The Dark Angels were closing for the kill, close enough to see the silver eagles on their boltguns as the incoming fire crescendoed...

• • •

As the Falcon crested the hill Rotharielle kept it close to the ground and swooped down into the next valley. He spared a thought for his cargo but only for a split second. "Better than being shot down," he commented. He could sense the Fire Prisms maintaining formation on either side of his vehicle as they headed for the far side of the valley and the smoke that was rising from just behind the hills.

"Rotharielle to wing. Take up attack formation and prepare to engage."

As the Eldar tanks swooped down, the Falcon's gunner had a split second to react – the turret spun and the pulse laser fired twice, the first shot glanced off the chimera's turret but the second bit into the hull – a moment's pause then the vehicle's fuel tanks erupted, bursting the Chimera open and slaughtering half of the Imperial guardsmen. The stunned survivors turned and fled, the tank's psycho–sonic screamers burning an unbearable terror into their minds.

As soon as the two Fire Prisms arrived they began engaging the enemy's surviving vehicles in what became a short and vicious firefight. Their victory gone and their armoured support destroyed the Imperial troops turned and fled. Retreat became rout as the Prism's awesome firepower gouged massive holes in the human lines, again and again threatening to encircle and destroy them.

Corlhann, Leurian and the rest of this 1,527 point army can be yours for only £80, a great saving of over £12. And because you are reserving your Fire Prisms through this advance order we will only charge you £2 postage and packing (UK only – give us a call for costs to foreign addresses)! So call us today and start planning the refight of the Battle for Refinery 14!

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PRAETORIAN XXIV

The Praetorian XXIV Imperial Guard were a big hit at Games Day '97, even though they got slaughtered! Last month saw the release of the limited edition boxed set which contains a full platoon of Praetorians, including figures of dead and wounded guardsmen!

Now Troll has raided the Citadel vaults and exclusively brings you the living (but not for long!!!) Praetorian Guardsmen, available individually!

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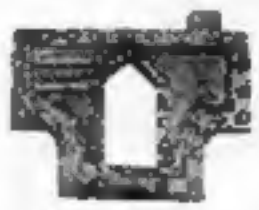

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1 x SHIELD
1 x TRAIL
2 x WHEELS

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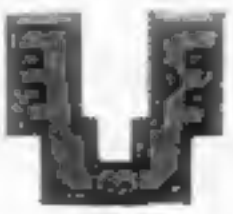

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1 x MORTAR STAND
1 x PRAETORIAN OPERATOR
1 x PRAETORIAN LOADER

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MORTAR BARREL
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